# Joint Warfighting Concept Development

# Round 1 Pros & Cons

# USAF Perspective

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# Pros

- **Process is improving**
  - **Conceptual framework provides solid foundation to develop the concepts and capabilities**
- **Significant incremental improvements over the last year**
- **Published timelines and milestones help focus efforts**

**But, still room for improvement…**

# Cons

- **Establish a deliberate process for identifying, selecting and approving new concepts**
  - **Initial AO conference to propose new topics to gain common understanding, then early Commander involvement needs to drive the process**
  - **Stronger Capabilities Linkage**
    - Need to agree on the how before identifying required capabilities
    - What is the effect desired, what tasks are needed to create the effect, and what capabilities are required to accomplish the task
- **Coordination Process**
  - **Joint Staff should own this process—JS136**
  - **New versions should not be released during formal coordination**
  - **Concepts should not be e-mailed directly to principles outside of the JS 136 process -- creates unnecessary confusion**
  - **A comment feedback loop is a required ingredient**

# Cons

- **Timeline is driving the development**
  - **Concept development is playing second fiddle and is suffering**
  - **Wargames should be used to actually further develop the concept, after each event we should hold a writing conference to incorporate changes identified**